**Game Design Document for: Pokeman!**

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**Overall Vision:**

This game is going to be a version of the Pokémon games that is not created by the original developers, it’s a “fan made” game. There are going to be custom characters, a custom storyline, and changes to the classic rules that are in the original games.

**Target Audience:**

The target audience for this game will be people who are young adults to early twenties and have played the original Pokémon games.

**Platform:**

The Platform will be Windows 10 or anything that can run a Java executable file.

**Genre:** Adventure/Strategy game

**Core Gameplay:**

The player will be navigating a world that is filled with other trainers who want to battle you using pokeman’s that you have caught. The way to win the game is to collect all 8 gym badges. Along the way there will be battles you have to face and the only way to keep progressing through the game is to win these battles. When the user starts the game, there will be a series of tutorials saying how to play the game and all the controls. The controls will be the arrows to move, and the spacebar to interact with things. When in the battle menu, it will be the same idea.

**Storyline:**

You are a Pokeman trainer who has set out to explore the world of Pokeman and to work for the Pokeman professor by catching and recording data on the different Pokeman that inhabit the world. You will battle other trainers, and defeat people who wish you harm on you and your Pokeman.